

Claim Amendments:

No claims are amended. No claims are canceled. The pending claims are as follows:

1. (previously presented) An interactive toy for exploring an emotional experience, comprising:
  - (a) a plurality of playpieces, each playpiece being generally symbolic of a particular emotion, and each playpiece comprising a unique color with respect to the other playpieces, a unique shape with respect to the other playpieces, and unique visually discernible facial expression with respect to the other playpieces of the corresponding particular emotion, said facial expression comprising eyes and a mouth; and
  - (b) a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play thereby providing the opportunity for emotions to be kinesthetically represented.

2-3. (canceled)

4. (previously presented) The interactive toy of claim 1, wherein the playpieces comprise a first playpiece generally symbolic of love, a second playpiece generally symbolic of sadness, a third playpiece generally symbolic of happiness, a fourth playpiece generally symbolic of anger, and a fifth playpiece generally symbolic of fear.

5. (canceled)

6. (previously presented) The interactive toy of claim 4, wherein the playpiece generally symbolic of sadness is tear drop-shaped.

7. (previously presented) The interactive toy of claim 4, wherein the playpiece generally symbolic of happiness is sun-shaped.

8. (previously presented) The interactive toy of claim 4, wherein the playpiece generally symbolic of anger is fire-shaped.

9. (previously presented) The interactive toy of claim 4, wherein the playpiece generally symbolic of fear is ghost-shaped.

10. (original) The interactive toy of claim 1, wherein one or more of the playpieces each respectively comprises one or more panels enclosing a stuffing material.

11. (original) The interactive toy of claim 1, wherein the container is heart-shaped.

12. (original) The interactive toy of claim 1, wherein the container is a plush, pillow bag.

13. (previously presented) A method of exploring emotional experience, comprising the steps of:

- (a) providing a toy comprising a plurality of playpieces, each playpiece being generally symbolic of a particular emotion and each playpiece comprising a unique color with respect to the other playpieces, a unique shape with respect to the other playpieces, and unique visually discernible facial expression with respect to the other playpieces of the corresponding particular emotion, said facial expression comprising eyes and a mouth, and a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play; and
- (b) interacting with the toy to explore an emotional experience.

14. (previously presented) The method of claim 13, wherein interacting with the toy comprises visually, kinesthetically, and linguistically exploring an emotional experience.

15. (previously presented) The method of claim 13, wherein step (b) comprises withdrawing a playpiece from the container.

16. (original) The method of claim 13, further comprising naming the emotion corresponding to the playpiece.

17. (previously presented) The interactive toy of claim 1, wherein each playpiece further comprises textual information indicative of the particular emotion corresponding to the playpiece.

18. (previously presented) The method of claim 13, wherein each playpiece further comprises textual information indicative of the particular emotion corresponding to the playpiece.